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Expert C Programming, Deep C Secrets
 By: Peter van der Linden
 Publisher: Prentice Hall
 Pub. Date: 1994/06/14
 Insert Date: 2002/10/11
 Table of Contents

Section Title: The Data Segment and Heap

Chapter 10 Where the Heap Lives Heap memory does not have to be returned in the same order in which it was acquired (it doesn't have to be returned at all), so unreturned malloc/free's eventually cause heap fragmentation. The heap must keep track of

2.



Buffer Overflow Attacks, Detect, Exploit, Prevent
 By: James C. Foster
 Publisher: Syngress
 Pub. Date: 2005/02/01
 Insert Date: 2005/07/28
 Table of Contents

Section Title: Advanced Heap Corruption—Doug Lea malloc

... bytes. The whole heap is bounded from top by a wilderness chunk. In the beginning, this is the only chunk existing and malloc first makes allocated chunks by splitting the wilderness chunk. glibc 2.3 compared to dimalloc allows for many heaps arranged into several arenas—one arena for each thread.

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3.



Advanced Windows Programming
 By: Mark Howard, Daniel Pravi
 Publisher: Addison Wesley Professional
 Pub. Date: 2007/10/29
 Insert Date: 2007/10/17
 Table of Contents

Section Title: Memory Leaks

```
0:000> !heap -flt * Calc
             _HEAP @ 90000
             _HEAP @ 100000
             _HEAP @ 100000
             _HEAP @ 30000
```

4.



Solaris Internals: Solaris 10 and OpenSolaris Kernel Architecture, Second Edition
 By: Richard M. Stube, Jim Mauro
 Publisher: Prentice Hall
 Pub. Date: 2006/07/10
 Insert Date: 2006/08/13
 Table of Contents

Section Title: The Vmem Allocator

```
int vmlag); // VM_SLEEP or VM_NO_SLEEP */
Creates a vmem arena called name whose initial span is [base, base + size). The arena's natural unit of currency is quantum; so vmem_alloc() guarantees quantum's assigned results. The arena may support new spans by invoking arena on source, and may return
```

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5.



Linux System Programming
 1st Edition
 By: Robert Love
 Publisher: O'Reilly Media, Inc.
 Pub. Date:

Section Title: Anonymous Memory Mappings

memory allocation algorithm than this simple buddy allocation scheme, called an arena algorithm. Generally, the heap is not chunked after each free. Instead, glibc keeps freed memory around for a subsequent allocation. Only when the size of the heap is significantly larger than the amount of allocated memory does glibc